

INFAMOUS 2



SONY



COMPUTER
ENTERTAINMENT®

PRECAUTIONS

• This disc contains software for the PlayStation®3 system. Never use this disc on any other system, as it could damage it. • This disc conforms to PlayStation®3 specifications for the PAL market only. It cannot be used on other specification versions of PlayStation®3. • Read the PlayStation®3 system Instruction Manual carefully to ensure correct usage. • When inserting this disc in the PlayStation®3 system always place it with the required playback side facing down. • When handling the disc, do not touch the surface. Hold it by the edge. • Keep the disc clean and free of scratches. Should the surface become dirty, wipe it gently with a soft dry cloth. • Do not leave the disc near heat sources or in direct sunlight or excessive moisture. • Do not use an irregularly shaped disc, a cracked or warped disc, or one that has been repaired with adhesives, as it could lead to malfunction.

HEALTH WARNING

Always play in a well lit environment. Take regular breaks, 15 minutes every hour. Discontinue playing if you experience dizziness, nausea, fatigue or have a headache. Some individuals are sensitive to flashing or flickering lights or geometric shapes and patterns, may have an undetected epileptic condition and may experience epileptic seizures when watching television or playing videogames. Consult your doctor before playing videogames if you have an epileptic condition and immediately should you experience any of the following symptoms whilst playing: altered vision, muscle twitching, other involuntary movement, loss of awareness, confusion and/or convulsions.

3D HEALTH WARNING

Some people may experience discomfort (such as eye strain, eye fatigue or nausea) while watching 3D video images or playing stereoscopic 3D games on 3D televisions. If you experience such discomfort you should immediately discontinue use of your television until the discomfort subsides.

Generally we recommend that you avoid prolonged use of your PlayStation®3 system and take 15 minute breaks during each hour of play. However, when playing stereoscopic 3D games or watching 3D video, the length and frequency of necessary breaks may vary from person to person – please take breaks that are long enough to allow any feelings of discomfort to subside. If symptoms persist, consult your doctor.

The vision of young children (especially those under six years old) is still under development. We recommend that you consult with your child's doctor or optometrist before allowing young children to watch 3D video images or play stereoscopic 3D games. Adults should supervise young children to ensure they follow the recommendations listed above.

PIRACY

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SYSTEM SOFTWARE UPDATES

For details about how to perform System Software updates for the PlayStation®3 system, visit eu.playstation.com or refer to the PS3™ system's instruction manual.



GRIEF REPORTING

If you experience any unacceptable, inappropriate or unlawful behaviour while playing online, please contact us at <http://ps3reporting.com>

See back page of this manual for Customer Service Numbers.

PAN EUROPEAN GAMES INFORMATION (PEGI) AGE RATING SYSTEM

The PEGI age rating system protects minors from games unsuitable for their particular age group. PLEASE NOTE it is not a guide to gaming difficulty. For further information visit www.pegi.info.

Comprising three parts, PEGI allows parents and those purchasing games for children to make an informed choice appropriate to the age of the intended player. The first part is an age rating:



The second part of the rating may consist of one or more descriptors indicating the type of content in the game. Depending on the game, there may be a number of such descriptors. The age rating of the game reflects the intensity of this content. The descriptors are:



The third part is a label indicating the game can be played online. This label may be used only by online game providers who have committed to uphold standards which include the protection of minors in online gameplay:-

For further information visit
www.pegionline.eu



PARENTAL CONTROL

This product has a preset Parental Control Level based on its content. You can set the Parental Control Level on the PlayStation®3 system to restrict the playback of a product with a Parental Control Level that is higher than the level set on the PS3™ system. For more information, please refer to the PS3™ system instruction manual.

This product is classified according to the PEGI rating system. The PEGI rating marks and content descriptors are displayed on the product package (except where, by law, another rating system applies). The relationship between the PEGI rating system and the Parental Control Level is as follows:

PARENTAL CONTROL LEVEL	9	7	5	3	2
PEGI RATING AGE GROUP	18	16	12	7	3

In rare cases, the Parental Control Level of this product may be higher than the age rating which applies in your country, because of differences in the age rating systems in the various countries in which this product is sold. You may need to reset the Parental Control Level on your PS3™ system to enable play.

BCES-01143

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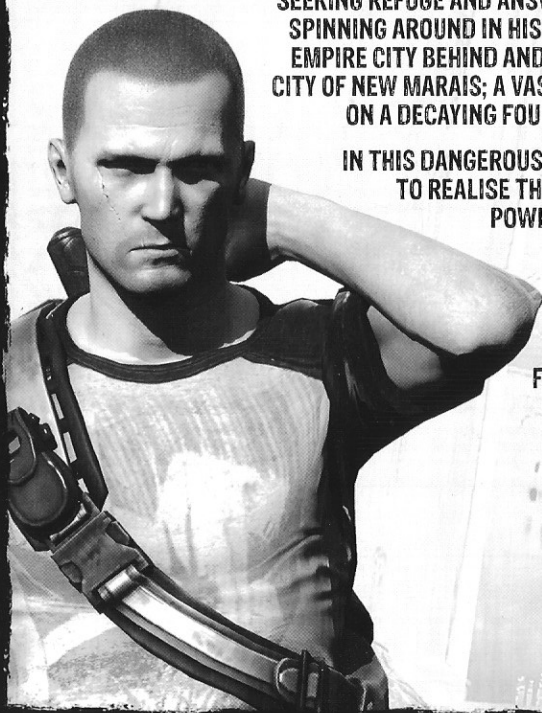
HEADING FOR NEW MARAIS

THOSE INNOCENT DAYS AS A HUMBLE BICYCLE COURIER SEEM LIKE SEVERAL LIFETIMES AGO, BUT FOR COLE MACGRATH, THE REAL NIGHTMARE IS ONLY JUST BEGINNING. HIS INCREDIBLE ELECTRIC POWERS ARE GROWING, BUT COLE IS ABOUT TO COME FACE-TO-FACE WITH AN ENEMY FAR STRONGER THAN HIMSELF; A FORCE OF EVIL CAPABLE OF DESTROYING THE ENTIRE WORLD. SOON, COLE WILL BE RUNNING...

SEEKING REFUGE AND ANSWERS TO THE QUESTIONS SPINNING AROUND IN HIS MIND, COLE MUST LEAVE EMPIRE CITY BEHIND AND HEAD TO THE SOUTHERN CITY OF NEW MARAIS; A VAST, DIVERSE TOWN, BUILT ON A DECAYING FOUNDATION OF DECADENCE.

IN THIS DANGEROUS NEW CITY, AS HE BEGINS TO REALISE THE FULL POTENTIAL OF HIS POWER, COLE WILL BE FORCED TO MAKE A SERIES OF IMPOSSIBLE DECISIONS.



AND AS HE MAKES THEM, COLE WILL BE FORCED TO LIVE WITH THE CONSEQUENCES...



SETTING UP

Set up the PlayStation®3 system according to the instructions in its instruction manual. At start-up, the power indicator light will glow red to indicate that the PlayStation®3 system is in Standby Mode. Press the power button and the power indicator light will turn green.







Insert the inFamous 2 disc into the disc slot with the label side facing upwards. Select the  icon from the XMB™ Menu and press the  button to continue. Make sure there is enough free space on the Hard Disk Drive (HDD) before commencing play. Do not insert or remove peripherals once the power is turned on. Please refer to the







PlayStation®3 system's instruction manual for further details about setting up and recharging a Wireless Controller.

The information in this manual was correct at the time of going to print, but some minor changes may have been made late in the product's development. All screenshots for this manual have been taken from the English version of this product.

DIRECTIONAL BUTTONS – MOVEMENT

In this manual, , , ,  etc. are used to denote the direction of the directional buttons only unless stated otherwise.

USING MENU SCREENS

Press , ,  or  to highlight an option, then press the  button to confirm. To return to the previous menu screen, press the  button.

GETTING STARTED

The first time you start inFamous 2, a new game will begin automatically. If a game is already in progress, you will automatically return to your last saved position.

DEFAULT CONTROLS

LEFT STICK	MOVE
RIGHT STICK	ADJUST CAMERA
↑/↓/←/→	POWERS
⊗ BUTTON	JUMP/CLIMB
△ BUTTON	INTERACT/MELEE FINISHING MOVE
○ BUTTON	DROP/COVER/DIVE ROLL
■ BUTTON	MELEE ATTACK
L1 BUTTON	AIM MODE
R1 BUTTON	LOCK-ON/STATIC THRUSTERS (AFTER JUMP)
L2 BUTTON	ELECTRIC DRAIN
R2 BUTTON	KINETIC PULSE
SELECT BUTTON	MAP
START BUTTON	PAUSE

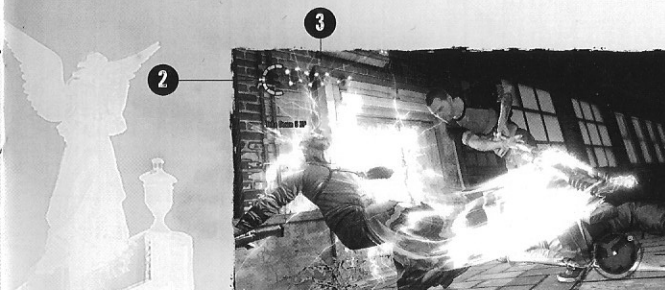
AIM MODE CONTROLS

R1 BUTTON	BOLT
■ BUTTON	SHOCK GRENADE
△ BUTTON	MEGAWATT HAMMER
⊗ BUTTON	SHOCKWAVE
R3 BUTTON	SWITCH AIMING SIDE

LOCKED-ON CONTROLS

■ BUTTON	BIO LEECH
△ BUTTON	PULSE HEAL
○ BUTTON	ARC RESTRAINT

THE GAME SCREEN



1. Mini-map

The mini-map in the lower right-hand corner of the screen shows Cole's current location. Small icons and images indicate what can be found in his vicinity.

2. Karma Meter

Good and evil exist on a spectrum and as Cole performs noble or sinful actions, his karma meter will adjust accordingly. The karma meter is the red and blue semicircle in the upper right-hand corner of the screen. It is up to you to decide which path Cole follows, but remember, there will be consequences, whichever moral direction he takes...

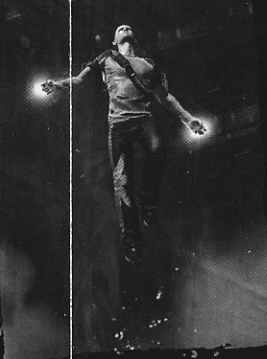
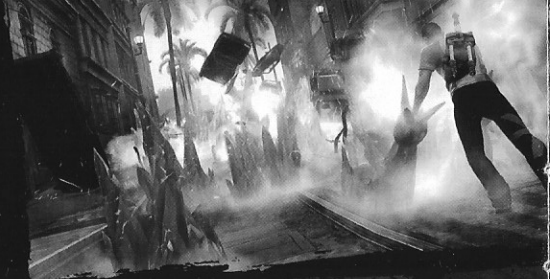
3. Energy Meter

Cole's body is a living dynamo, and his superhuman powers will only last as long as he remains charged with electrical energy. The energy meter displays Cole's current charge level as a series of small, glowing sparks called Battery Cores. As Cole uses his powers, the Battery Cores will fade one by one. When all the Battery Cores have faded, use the Electric Drain power to recharge.

DAMAGE

As Cole takes damage, the screen fades to black and white. Blood indicators on-screen show the direction that the damage is coming from. The more the screen fades, the closer Cole is to perishing – use the Electric Drain power as soon as possible to revitalise him.

PLAYING THE GAME



POWERS

As in *Famous 2* begins, Cole is only just starting to truly understand the breadth and scope of his electric powers and over the course of the adventure he will acquire some formidable new abilities. Here are just a few of the abilities Cole can utilise during the game:

BASIC BOLT

This power allows Cole to fire bursts of electricity from his hands. A single bolt can stun enemies and civilians; several bursts can kill.

BASIC BLAST

This shockwave causes little damage, but can push humans and objects around. Use it to push enemies off of buildings, move vehicles out of Cole's way, or get some breathing space during a battle.

BASIC GRENADE

Grenades are great for confining damage to a small area. Launching grenades into a group of unsuspecting enemies is a good way to whittle down their numbers before they can attack Cole.

KINETIC PULSE

Cole can use his electric powers to lift objects off the ground. From rubbish bins to cars, he can cause objects to levitate and then throw them at will. Use the Kinetic Pulse to take away an enemy's cover or to fling vehicles at them.

IONIC POWER

With a strong sidearm swing, Cole can focus his electromagnetic powers into a tightly compressed ball. This ball triggers a localised vortex that only lasts a few seconds, but can cause massive damage over its short lifespan.

MISSIONS

STORY MISSIONS

These missions can be found by visiting the white exclamation marks on the mini-map. Sometimes several story missions may be available, so decide which one you want to undertake. All objectives must be completed in order to successfully finish a mission.

To start a story mission, look for a blue glowing cone and step into it. If Cole dies during the mission without having reached a checkpoint, you can try it again from the beginning.

SIDE MISSIONS

Yellow exclamation marks in blue or red circles represent side missions. These missions are generally given out by civilians or crooks who need Cole's help — look out for the yellow glow around their bodies.


Some people will want Cole to help them out with worthy causes; others will have darker motives... Fulfilling their requests will affect Cole's karma meter appropriately. Completing side missions unlocks territory, giving Cole a chance to clean up the local area.

Missions that give Cole a chance to earn good or bad karma will emerge randomly as he explores New Marais. These missions can range from stopping muggings to silencing protestors or preventing the police from investigating Cole's actions. Carefully choose how to act on these missions, as they will change Cole's karma level and therefore how people in the city view him.

EARNING AND SPENDING XP

Cole earns XP (experience) by beating enemies, rescuing hostages, healing injured civilians, performing side missions and completing story missions. Earning XP allows Cole to acquire new powers or upgrade his abilities.

UPGRADING POWERS

Press the  button and select Powers to access the Powers Menu. This menu explains what you need to do to unlock a new ability and lists the ability's XP cost. Certain abilities cannot be upgraded until they are unlocked and others can only be upgraded when Cole achieves a certain karma level.

KARMA

Cole's actions ultimately affect what kind of person he becomes. Protecting and helping the citizens of New Marais increases his karma rating, while acting selfishly or killing mercilessly decreases his rating. Having a good or a bad karma rating will heavily influence the way Cole's adventure pans out — the story will change depending on your choices and certain skills can only be acquired with a particular karma rating.

THE PAUSE MENU

POWERS	As Cole collects Blast Cores he gains access to new and exciting powers. Visit this menu to view Cole's equipped powers or to obtain new ones.
CONTROLS	View the controls for inFamous 2.
OPTIONS	Adjust the in-game camera, on-screen display, subtitles and difficulty.
SAVED DATA	Save your current progress, reload a previously saved game or begin a new game.
USER-GENERATED CONTENT	See the following section of this manual.

USER-GENERATED CONTENT (UGC)

In inFamous 2, you can create and customise your own detailed missions via a series of on-screen options and menus. Once you've made it a little way into the game, the User-Generated Content option will become available on the Pause Menu.

MISSION FILTERS	Adjust parameters to choose which User-Generated Content missions you can access from within New Marais.
MY MISSIONS	View and edit missions you've created.
CREATE MISSION	Start designing a new mission.
CREATE MISSION FROM TEMPLATE	Access a sub-menu of ready-made missions for you to remix.

CREATING YOUR OWN MISSIONS

Place a mission start point and a mission success point, then move the cursor to an area in the surrounding environment and press the \otimes button to access a list of options. Choose Create Object to add different objects to your missions and Core Logic to generate the specific elements of your mission.



1. The controls for the current tool or dialogue and a description of the selected component.
2. Move this cursor as you would move Cole and press the \otimes button to access a context-sensitive menu.
3. The "Budget Meter" shows the amount of available space used by the objects in your mission. Logic is usually "cheap" but some items, like people or cars, can be "expensive".

To build the best missions, choose a good location and let your imagination loose, experimenting with the different mission creation tools. Once you've created something exciting, upload it for others to play. Will you come up with a mission so good you become famous within the inFamous community?

For extra hints and tips on creating missions in inFamous 2, visit eu.playstation.com.

GET CONNECTED TO PLAYSTATION® NETWORK

Joining in with PlayStation®Network is quick, easy and best of all, free.

Right now, all over the world, millions of people are downloading, playing and sharing the very best games, demos and trailers available through PlayStation®Network.

Sounds like your idea of fun? Great! Because seeing as it doesn't cost a thing to sign up to PlayStation®Network, there's absolutely no reason why you shouldn't join in.

Simply navigate to the PlayStation®Network icon (PS) on the XMB™ Menu, enter your details and you're ready to go.

Visit eu.playstation.com/psn to find out more about PlayStation®Network, plus a step by step guide on how to sign up.

For Help & Support please visit: eu.playstation.com or refer to the telephone list below.

Australia	1300 365 911 Calls charged at local rate	Italia	199 116 266 Lun/Ven 8:00 – 18:30 e Sab 8:00 – 13:00: 11,88 centesimi di euro + IVA al minuto Festivi: 4,75 centesimi di euro + IVA al minuto Telefoni cellulari secondo il piano tariffario prescelto
Österreich	0820 44 45 40 0,116 Euro/Minute	Malta	23 436300 Local rate
Belgique/België/Belgien	011 516 406 Tarif appel local/Lokale kosten	Nederland	0495 574 817 Interlokale kosten
Česká republika	222 864 111 Po – Pa 9:00 – 17:00 Sony Czech. Tarifováno dle platných telefonních sazeb. Pro další informace a případnou další pomoc kontaktujte prosím www.playstation.sony.cz nebo volejte telefonní číslo +420 222 864 111	New Zealand	09 415 2447 National Rate 0900 97669 Before you call this number, please seek the permission of the person responsible for paying the bill. Call cost \$1.50 (+ GST) per minute
Danmark	70 12 70 13 support@dk.playstation.com Man–fredag 18–21; Lør–søndag 18–21	Norge	81 55 09 70 0,55 NOK i startavgift og deretter 0,39 NOK pr. Minutt support@no.playstation.com Man–fredag 15–21; Lør–søndag 12–15
Suomi	0600 411 911 0,79 Euro/min + pvm fi-hotline@nordiskfilm.com maanantai – perjantai 15–21	Portugal	707 23 23 10 Serviço de Atendimento ao Consumidor/Serviço Técnico
France	0820 31 32 33 prix d'un appel local – ouvert du lundi au samedi	España	902 102 102 Tarifa nacional
Deutschland	01805 766 977 0,12 Euro/minute	Россия	+7 (499) 238 36 32
Ελλάδα	00 32 106 782 000 Εθνική Χροσση	Sverige	08 587 822 25 support@se.playstation.com Mån–fre 15–21, Lör–söndag 12–15
Ireland	0818 365065 All calls charged at national rate	Suisse/Schweiz/Svizzera	0848 84 00 85 Tarif appel national/Nationaler Tarif/Tariffa Nazionale
		UK	0844 736 0595 Calls may be recorded for training purposes

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This symbol may be used on batteries in combination with additional chemical symbols. The chemical symbols for mercury (Hg) or lead (Pb) will appear if the battery contains more than 0.0005% mercury or more than 0.004% lead.

inFAMOUS 2

COMING SOON TO

LittleBigPlanet™ 2

LittleBigPlanet™ 2 and the inFamous Minipack sold separately.
PlayStation®Network account required.

LittleBigPlanet.com

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